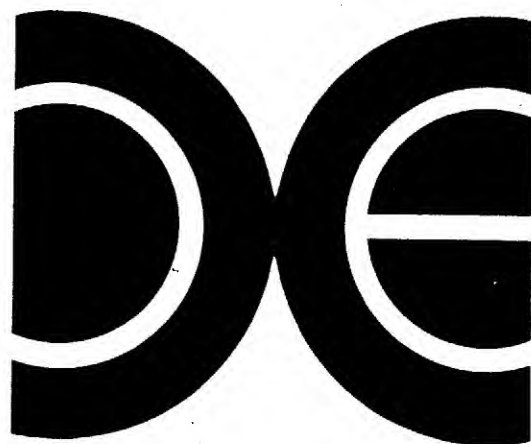


401

KARATE CHAMP™

PLAYER vs PLAYER



INSTALLATION INSTRUCTIONS



DATA EAST USA, INC.

470 Gianni Street, Santa Clara CA 95050
Telephone (408) 727-4490
Toll Free (800) 538-5129
Telex 172163 DATA EAST SNTA

WARNING

This equipment generates and uses radio frequency energy and if not installed and used properly, i.e., in strict accordance with the instructions manual, may cause harmful interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment.

Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

CAUTION

EMI Shield must be securely installed in order to protect against undesirable radio interference.

K A R A T E C H A M P tm

Player Vs Player

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5	Power Supply Requirements Operating Environment Raster Scan Monitor Requirements
6	Main Harness PCB Terminations
7	Coin Counter Circuit
8	Sanken SWS 60 B Power Supply
9	KAGA KGD23S MK II Power Supply
12	Power Supply Circuit - Wells Gardner monitor games
13	Power Supply Circuit - NANA0 or SANWA monitor games
14	Schematic diagram - Wells Gardner monitor
15	Schematic diagram - NANA0 monitor
16	Schematic diagram - Sanwa Monitor
18+	Schematic Package - NOI-80 PCB (12 Pages) Schematic Package - NRI-80 PCB (11 Pages)

NOTE:

Schematic diagram for ASAHI model 6352 power supply was not available for inclusion in this manual at press time. Refer any problems to the DATA EAST Service department.

Karate Champ

Game instructions

1. Training

- Use this session to learn and to practice the various moves. You can enter directly into game play by pressing either 1 or 2 player start button.
- Left Joystick controls player's direction of movement
- Right joystick controls player's choice of attack
- Both must be used together to execute the different moves.

2. MATCH

- Maneuver YOUR PLAYER to fight against your opponent.
- Move joysticks to execute the various moves (see move chart)
- First fighter to score 2 points wins match
- Player advances to next level for each match won.










3. BONUS INTERVAL

- After each match, play bonus rounds to score additional points.











KARATE CHAMP

LEVER INSTRUCTIONS

WHITE PLAYER

RIGHT LEVER					
LEFT LEVER		BACK KICK	FRONT KICK MIDDLE REVERSE PUNCH	ROUND KICK	LOW KICK
	WITHDRAW BLOCK	BACK KICK	BACK ROUND KICK	UPPER PUNCH	LOW KICK
	FORWARD	CHANGE DIRECTION BACK KICK	MIDDLE LUNGE PUNCH FRONT KICK	UPPER LUNGE PUNCH ROUND KICK	LOW KICK
	JUMP	JAMPING BACK KICK	JUMPING SIDE KICK	BACK WARD SOMERSAULT	FORWARD SOMERSAULT
	SQUAT	BACK FOOT SWEEP	FRONT FOOT SWEEP	SQUATTING REVERSE LUNGE PUNCH	FRONT FOOT SWEEP

RED PLAYER

RIGHT LEVER						
LEFT LEVER			BACK KICK	FRONT KICK MIDDLE REVERSE PUNCH	ROUND KICK	LOW KICK
	WITHDRAW BLOCK	BACK KICK	BACK ROUND KICK	UPPER PUNCH	LOW KICK	
	FORWARD	CHANGE DIRECTION BACK KICK	MIDDLE LUNGE PUNCH FRONT KICK	UPPER LUNGE PUNCH ROUND KICK	LOW KICK	
	JUMP	JAMPING BACK KICK	JUMPING SIDE KICK	BACK WARD SOMERSAULT	FORWARD SOMERSAULT	
	SQUAT	BACK FOOT SWEEP	FRONT FOOT SWEEP	SQUATTING REVERSE LUNGE PUNCH	FRONT FOOT SWEEP	

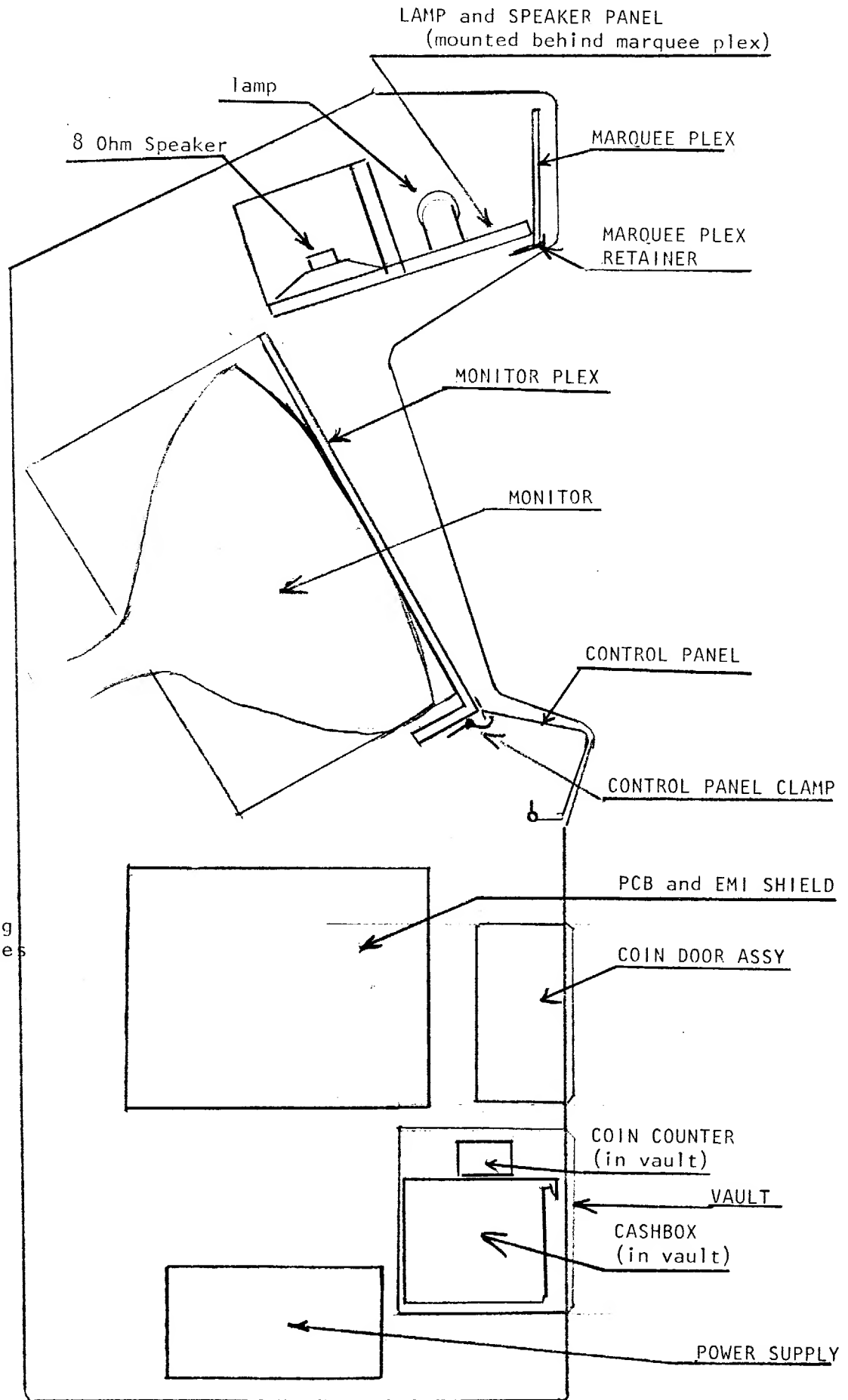
KARATE CHAMP

Player Vs Player

OPTION SWITCH SETTINGS

1	OFF	ON	OFF	ON	right coin acceptor
2	OFF	OFF	ON	ON	
	1 Coin 1 play	1 coin 1 play	2 coin 1 play	3 coin 1 play	
3	OFF	ON	OFF	ON	left coin acceptor
4	OFF	OFF	ON	ON	
	1 coin 1 play	1 coin 2 play	2 coin 1 play	3 coin 1 play	
5	OFF	ON	OFF	ON	DIFFICULTY SETTING
6	OFF	OFF	ON	ON	
	EASIEST	HARD	HARDER	HARDEST	
7	OFF		ON		Attract mode sound on?
	NO		YES		
8	OFF		ON		TEST/GAME MODE
	NORMAL		FREE PLAY		

MAJOR CABINET COMPONENT LOCATIONS



Note:
Cabinets may
have minor
variations in
component
placement due
to manufacturing
procedure changes

POWER SUPPLY REQUIREMENTS

$\pm 5V$	$\pm 2\%$	5A
+12V	$\pm 2\%$	1A
-5V	$\pm 2\%$	0.1A

OPERATING ENVIRONMENT

	Temperature	Humidity
Operation	5~35° C	20~80%
Storage	-15~65° C	10~90%

RASTER SCAN MONITOR SIGNALS

(1) Color Signals R.G.B. Separate

Black 0 - +2V

Image Signal +2.5V - +4V

(2) Synchronize Signal Composite

0 0 - 0.5V

1 +3V - +5V

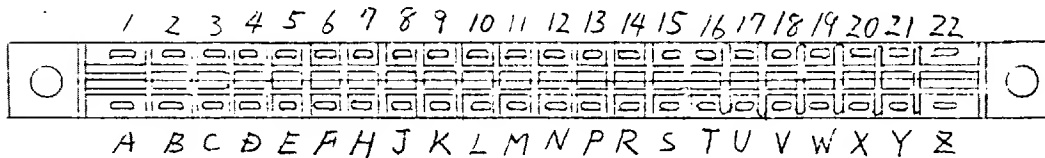
(3) Screen Image Size

Image can be shrunk both horizontally and vertically by 10%.

KARATE CHAMP

Signal Assignment Table

Connector CR7E-44DA-3.96E (HIROSE) Terminal Numbering



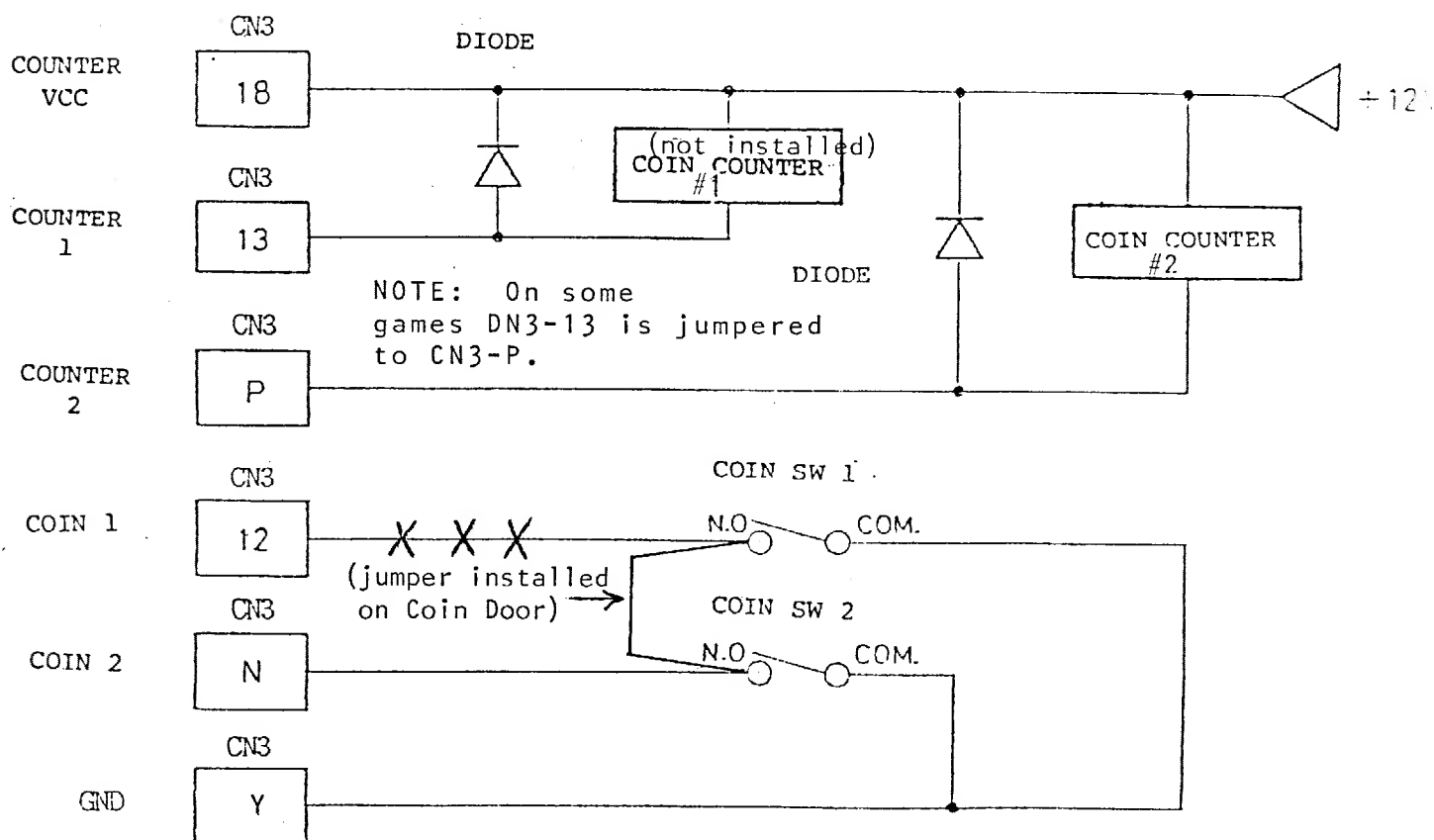
Signal Assignment

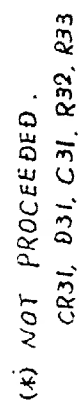
Pin Nos	Signal	Pin Nos	Signal
1	1P Right Down	A	2P Right Down
2	1P Right Up	B	2P Right Up
3	1P Right Left	C	2P Right Left
4	1P Right Right	D	2P Right Right
5	1P Left Down	E	2P Left Down
6	1P Left Up	F	2P Left Up
7	1P Left Left	H	2P Left Left
8	1P Left Right	J	2P Left Right
9		K	
10		L	
11	1P Game Select	M	2P Game Select
12	Coin Switch 1	N	Coin Switch 2
13	Coin Counter 1	P	Coin Counter 2
14	Video B	R	Video G
15	Sync.	S	Video R
16		T	
17	Sound +	U	Sound -
18	+ 12V	V	-5V
19	+ 5V	W	+5V
20	+5V	X	+5V
21	GND	Y	GND
22	GND	Z	GND

PCB DFV-01

COIN COUNTER CIRCUIT

NOTE: Only Coin Counter #2 is installed at factory.





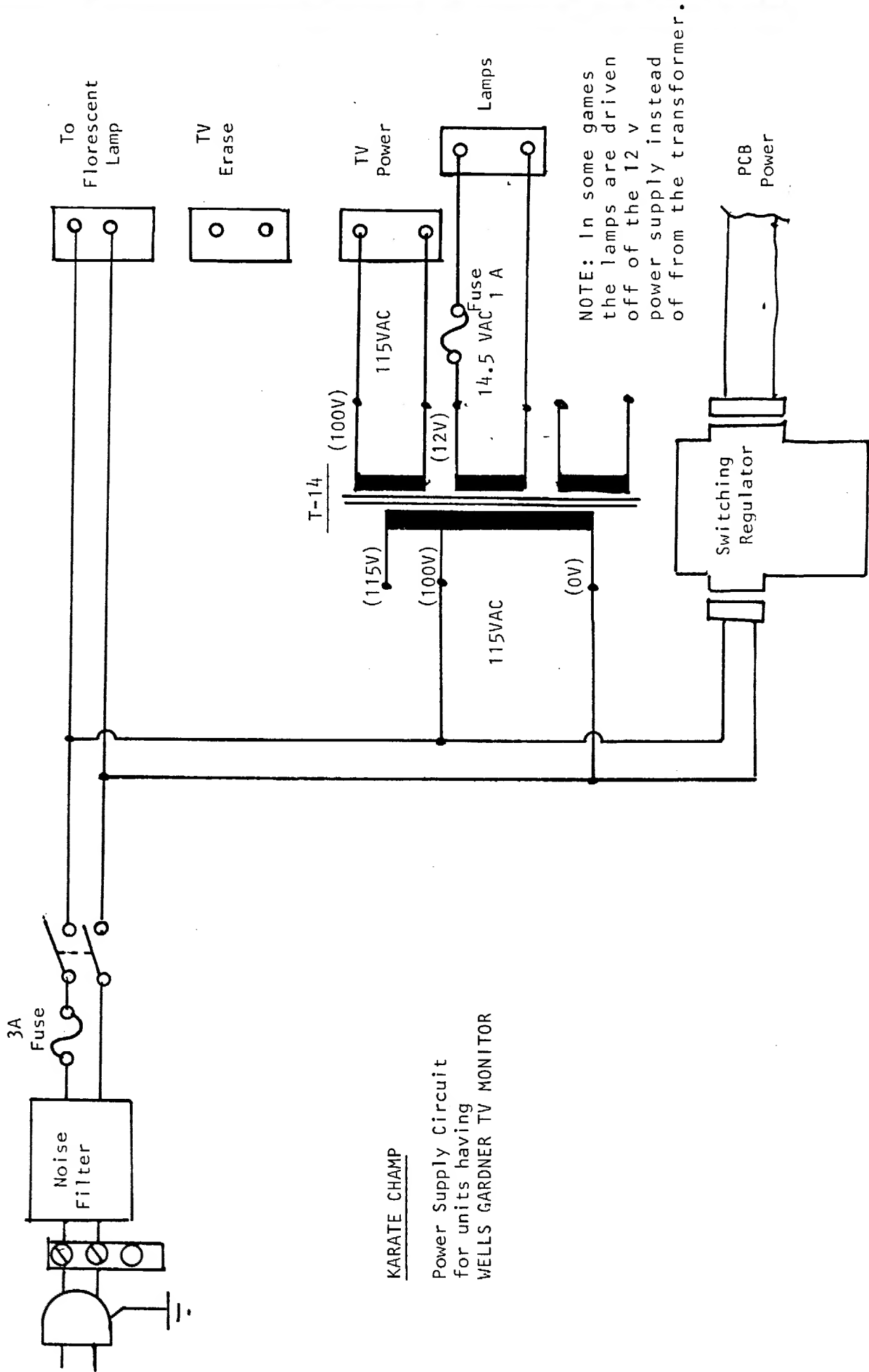
第3巻 通

POWER SUPPLY Model KGD23SMK-II

=====

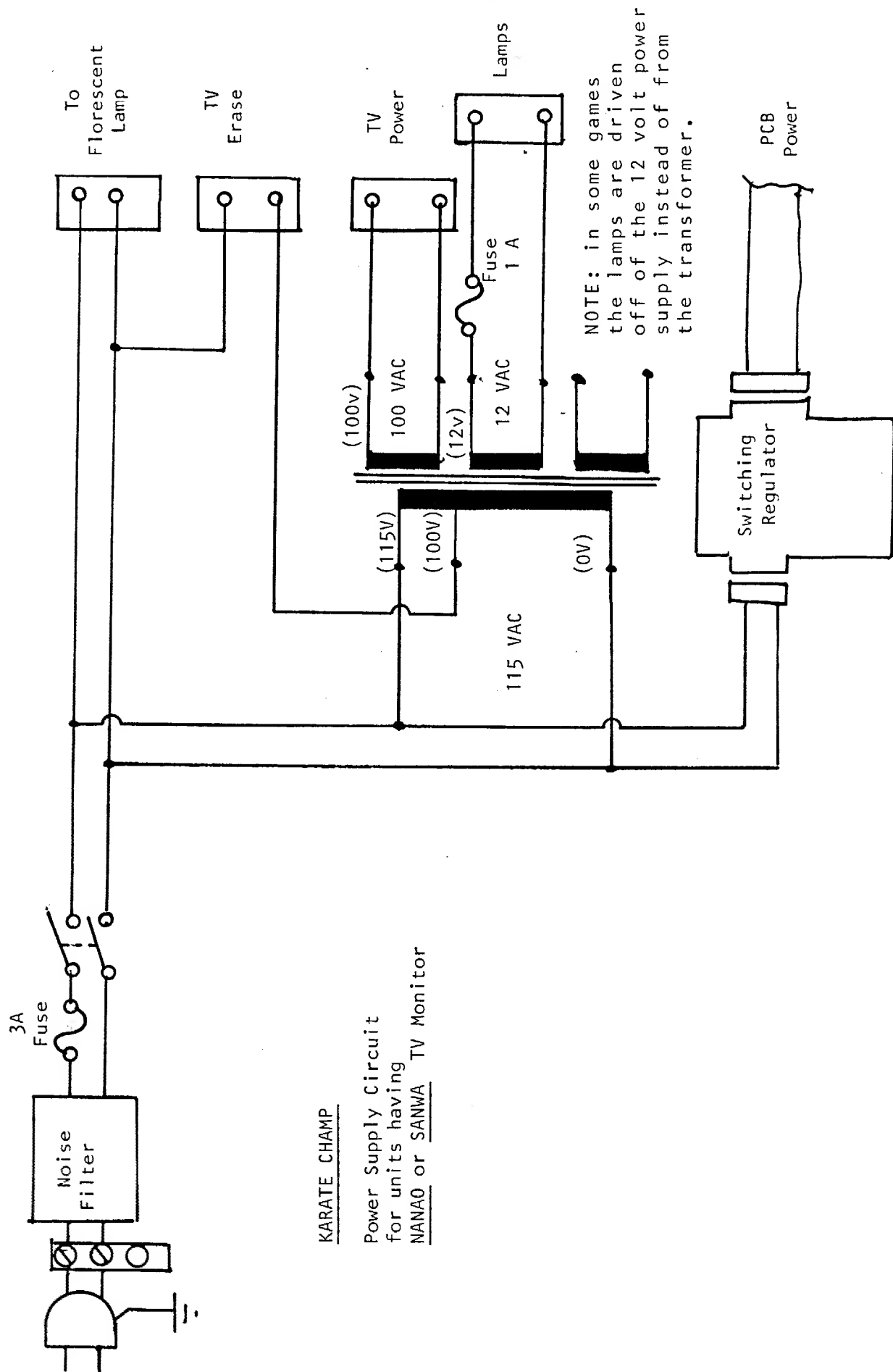
Item	Parts Nos	Description	Specification	Q'ty	Manufacturer
1.	F4o	Fuse	GHS 5	1	Nagasawa
2.	T4o	Transformer		1	Shindengen
3.	L42	Common Mode Choke	UF327S 6o2YIRO	1	TDK
4.	Q4o	Transistor	2SC33o6	1	Toshiba
5.	RF4o	Bridge Rectifier	S3WB 4o	1	Shindengen
6.	D4o	Diode	V19C	1	Hitachi
7.	D46	Diode	V19G	1	Hitachi
8.	DZ4o	Zener Diode	HZ16-1	1	Hitachi
9.	ICo1	HB IC	RHDol-2	1	Nichi-con
1o.	PCo1	Photo Coupler	PS 2o18	1	Nichiden(NEC)
11.	C4o, 41	Seramic Capacitor	DE7o9oB 1o2KVA1 125V 1,ooopf	2	Murata
12.	C47	Seramic Capacitor	- ditto -	1	Murata
13.	C8o	Seramic Capacitor	DEo7o7B 681K 2KV DC 68op	1	Murata
14.	C42	Film Capacitor			
15	C43	Film Capacitor	QXM2G 1o4KT 4ooV o.1pf	1	Nichi-con
16.	C46	Film Capacitor	ECQ-E2 1o4KS 2ooV o.1pf	1	Matsushita
17.	C48	Film Capacitor	ECQ-E6 473KZ 4ooV o.o47pf	1	Matsushita
18.	C5o	Electrode Capacitor	LJA2D471 THSCBV 2ooV 47opf	1	Nichi-con
19.	R37, 4o	Resistor	ERG-1SJ 393H	2	Matsushita
2o.	R47, 46	Resistor	ERG-2SJ 223H	2	Matsushita
21.	R48, 49	Resistor	ERG-3SJ 56oH	2	Matsushita
22.	R8o	Resistor	ERG-2SJ 33oH	1	Matsushita
23.	R42	Metal Plate Resistor	MPC 7o o.22 ohm	1	Fukushima Futaba
24.	R53, 54	Coil Resistor	MNS o5N 1ROJ	2	Micron
25.	R41	Carbon Resistor	1/4W 1oK ohm	1	
26.	R5o	Carbon Resistor	1/4W 68o ohm	1	
27.	R51	Carbon Resistor	1/4W 12K ohm	1	
28.	R52	Carbon Resistor			

Item	Parts Nos	Description	Specification	Q'ty	Manufacturer
29.	Lo1	Choke	RD1113A 3J 3uH 1oA	1	Hokktoh
3o.	Lo3	Choke	RD81oA 3F 3uH 5A	1	Hokktoh
31.	Qo2	Transistor	2SD1o22 or 2SD13o8	1	Shindengen
32.	Do1	Diode	ESAC 83-oo4	1	Fuji Denki
33.	Do2	Diode	5CH2M or ESAC25-o2o	1	Fuji Denki or NEC
34.	Do3	Diode	- ditto -	1	Fuji Denki
35.	DZo2	Zener Diode	HZ 6B-2	1	Hitachi
36.	DZo3	Zener Diode	HZ 12B-1L	1	Hitachi
37	THYo1	Thyristor	5PIM or SF5B41	1	NEC or Toshiba
38.	ICo2	I.C.	TL431 CLP	1	T.I.
39.	Co1, o2	Capacitor	SXA 16VB 22oo	2	Nichi-Chemi
4o.	Co3, o5	Capacitor	CEUSM 1V 47u 35V 47opf	2	Nichi-con
41	Co4	Capacitor	CEUSM 1E 331 25V 33opf	1	Nichi-con
42.	Co7, o6	Capacitor	CEUSM 1E 331 25V 33opf	2	Nichi-con
43.	Co8	Capacitor	CEUSM 1H o1o	1	Nichi-con 5oV 1pf
44.	Co9	Capacitor	CEUSM 1V 4R7 35V 4.7pf	1	Nichi-con
45.	C11	Film Capacitor	TDY1H/2A 1o4K 5oV o.1pf	1	Nichi-con
46.	Ro1, 13	Resistor	ERG 3SJ 68oH	2	Matsushita 3W 68Ω
47.	Ro8	Resistor	ERG3SJ 271H	1	Matsushita 3W 27oΩ
48.	Ro9	Resistor	ERG 2SJ R68 2W o.68 ohm	1	Matsushita
49.	R1o	Resistor	ERG 1SJ 271 1W 27o ohm	1	Matsushita
5o.	RVo1	Volume	EVM38GA ooB52 5oo ohm	1	Matsushita
51.	Ro3	Carbon Resistor	1/4W 68 ohm	1	
52.	Ro4, 11	Carbon Resistor	1/4W 56o ohm	2	
53.	Ro5	Carbon Resistor	1/4W 39o ohm	1	
54.	Ro6	Carbon Resistor	1/4W 15 ohm	1	
55.	Ro2				
56.		P.C. Board		1	
57.	TB1	Terminal Strip		1	
58.		Terminals	Faston	7	



KARATE CHAMP

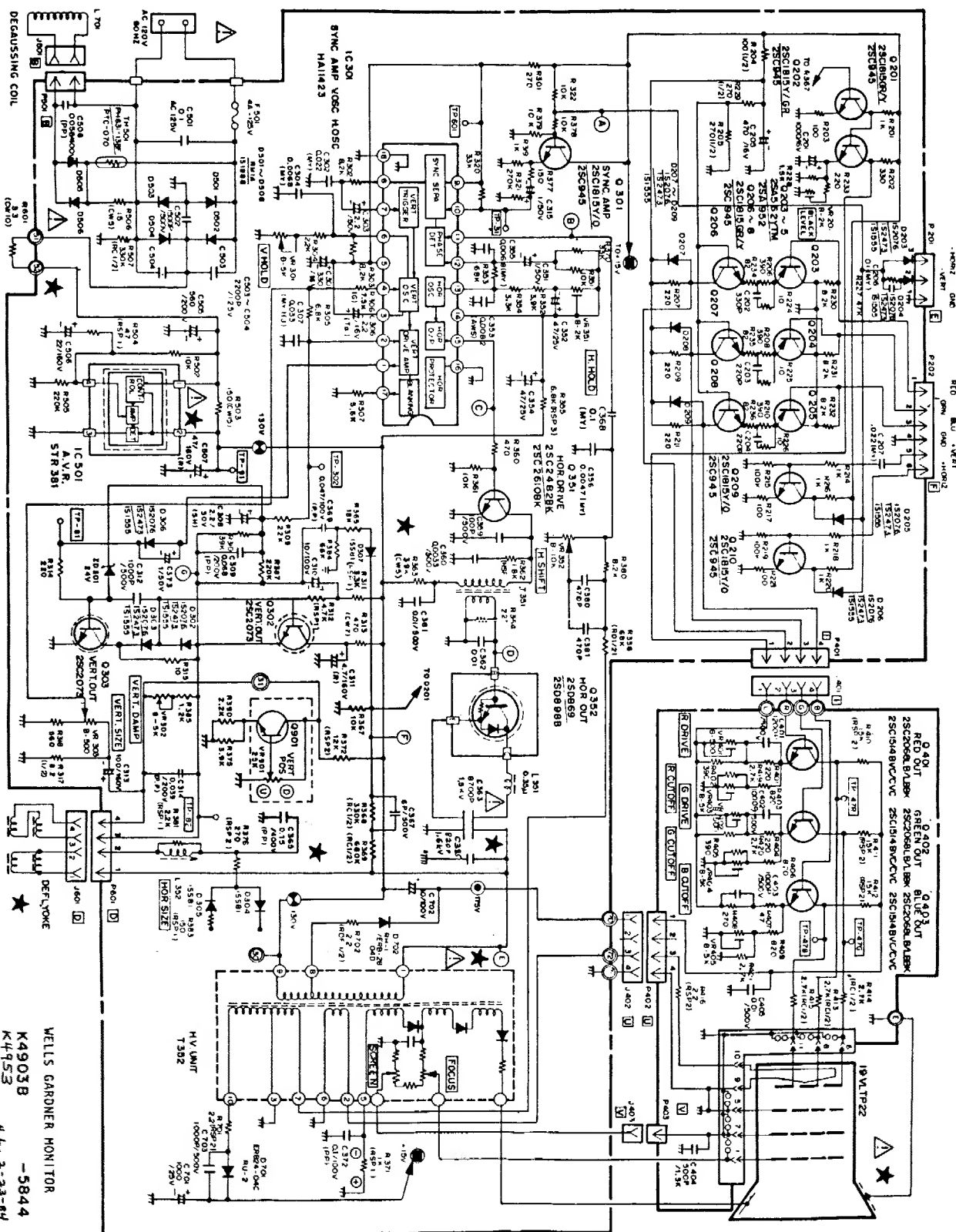
Power Supply Circuit
for units having
WELLS GARDNER TV MONITOR

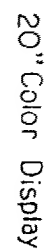


KARATE CHAMP

Power Supply Circuit
for units having
NANAQ or SANWA TV Monitor

19" COLOR GAME MONITOR SCHEMATIC DIAGRAM





ASS'Y PCB MAIN

ASS'Y CRT BOARD

or 510NJB22
ASS'Y ERASE
UNIT

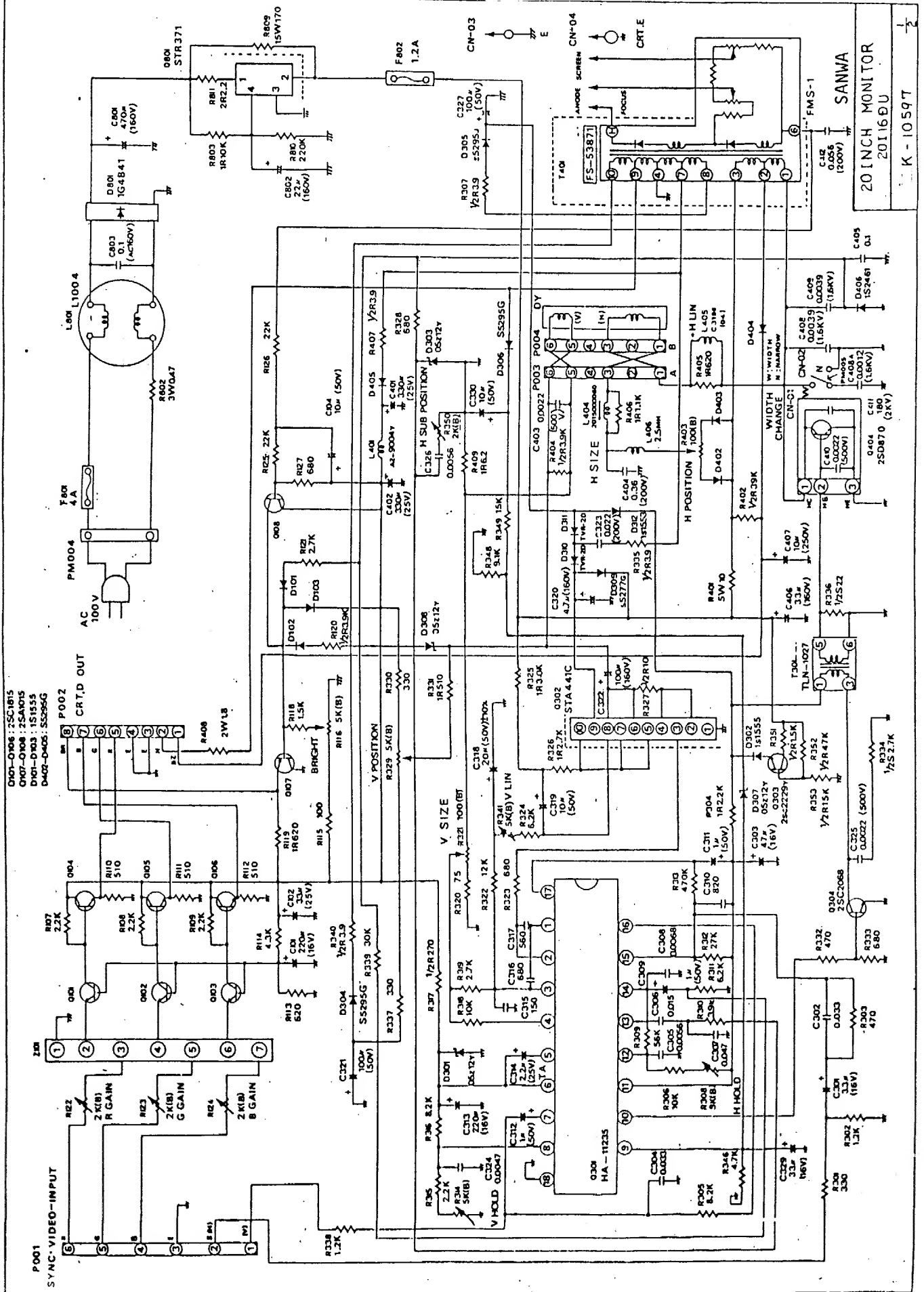
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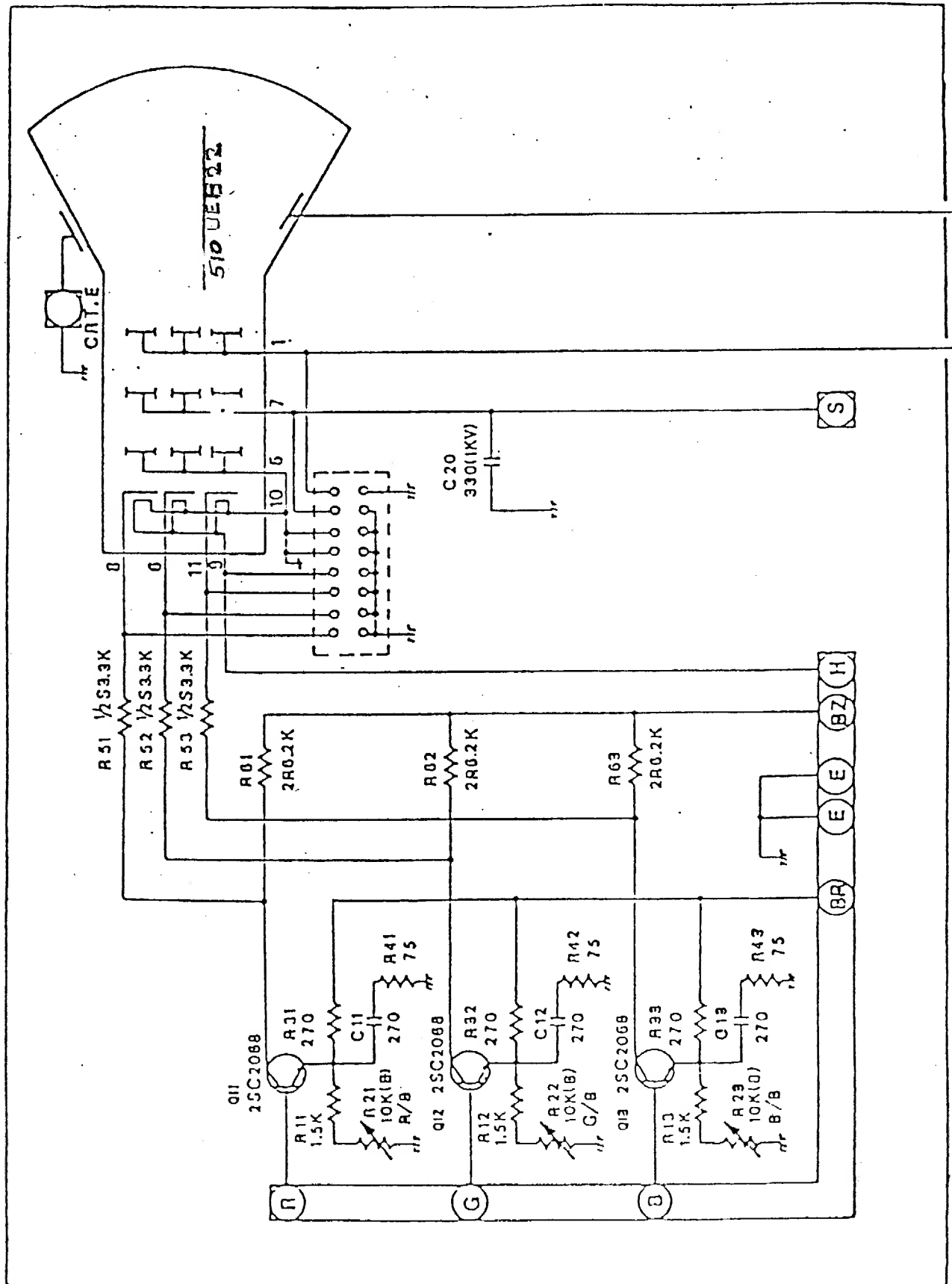
20 INCH MONITOR K2-20EN-D

K - 10364

6-14-62 VOS 601

D101-D106 : 2SC1815
 D107-D108 : 2SA1015
 D101-D103 : 1S1555
 D402-D405 : 55095G



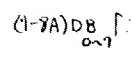




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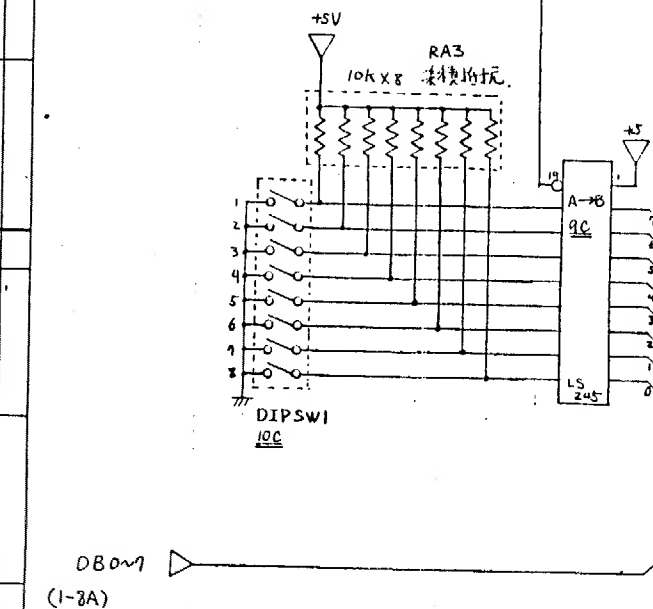
第一電機工業株式会社

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1

Schematic Set
NOI - 80 PCB
Page 2 of 12

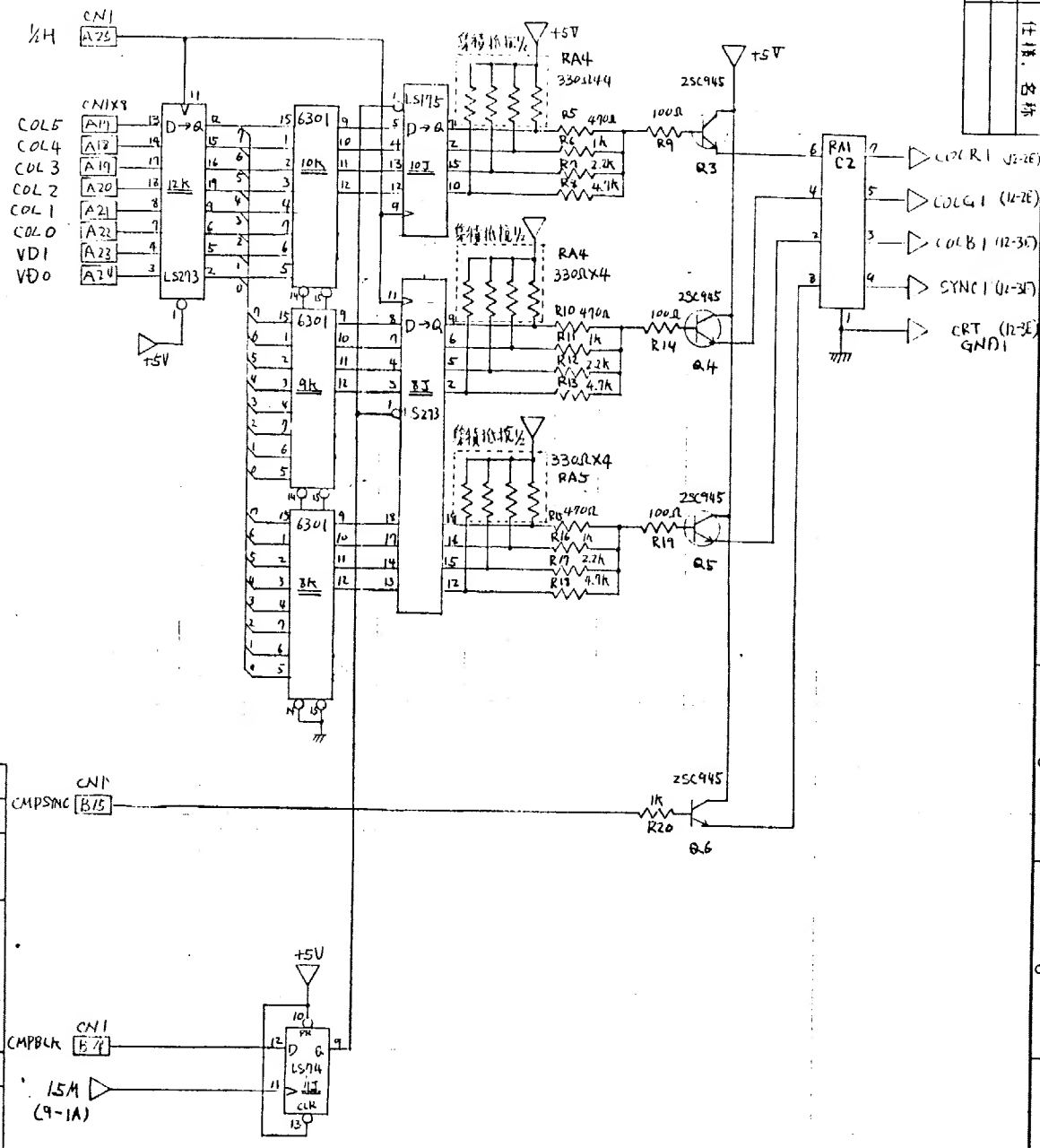


Schematic Set
NOI-80 PCB
Page 3 of 12

データーシステム株式会社

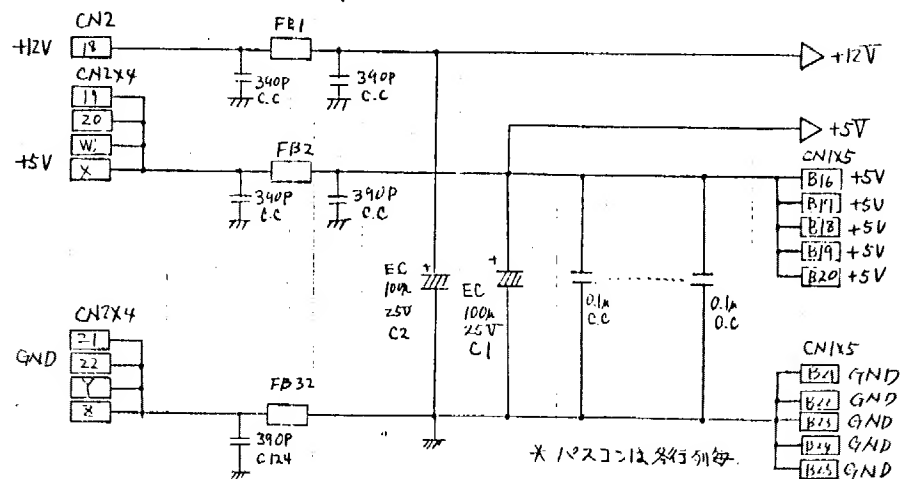
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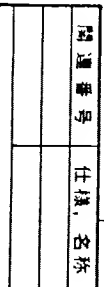
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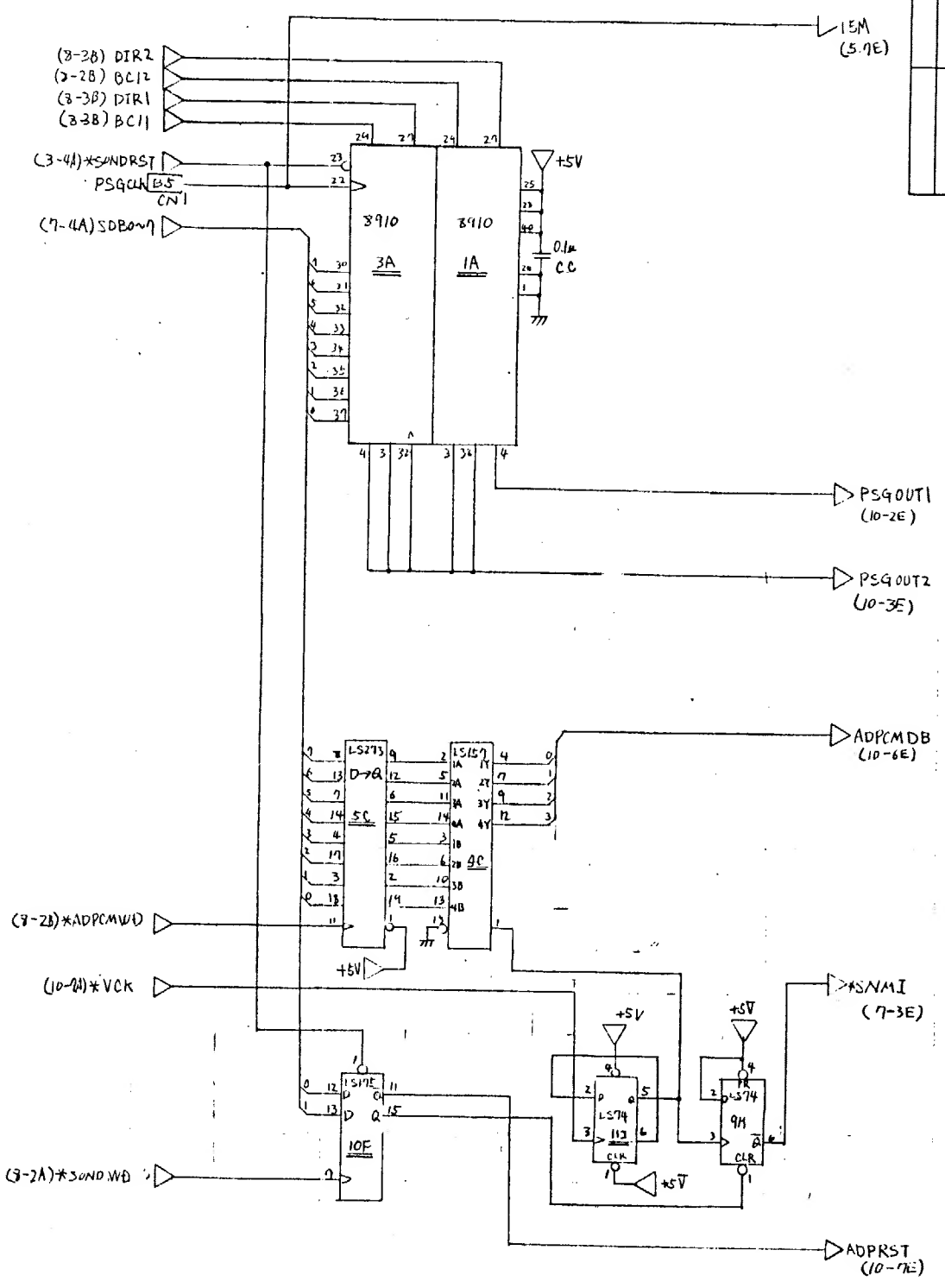
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Schematic Set
NOI-80 PCB
Page 8 of 12

関連番号 仕様、名称



記事

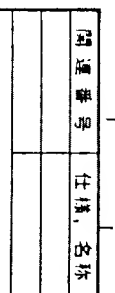
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承認							
検出							
検出							
担当							
単位							
公差							
名							
称							
仕様							
材質							

NOI-80 図 4

K-10205

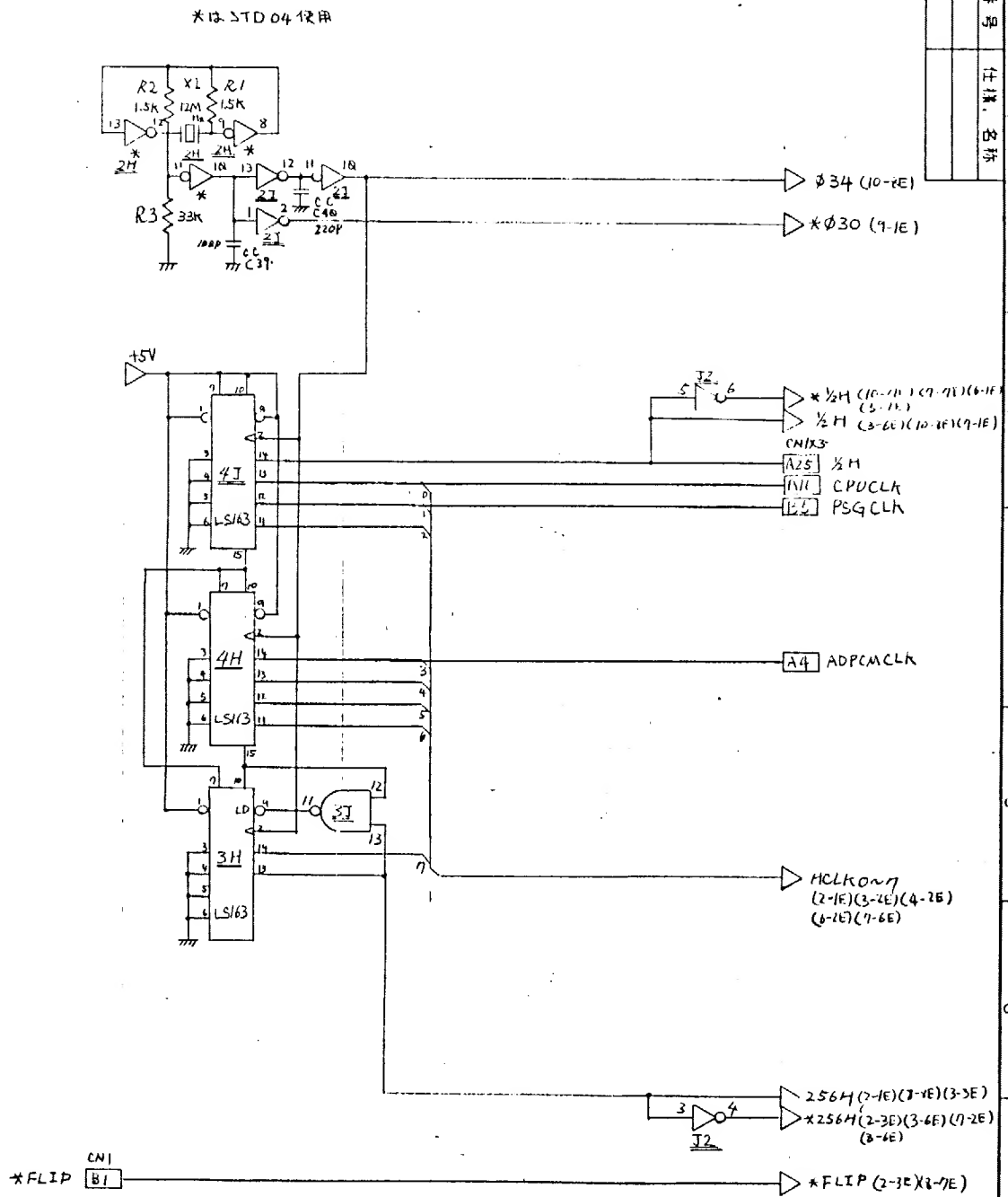
第3角法

株式会社 データコン



ニクニクと笑ふ金持

関連番号	仕様・名称



記 号

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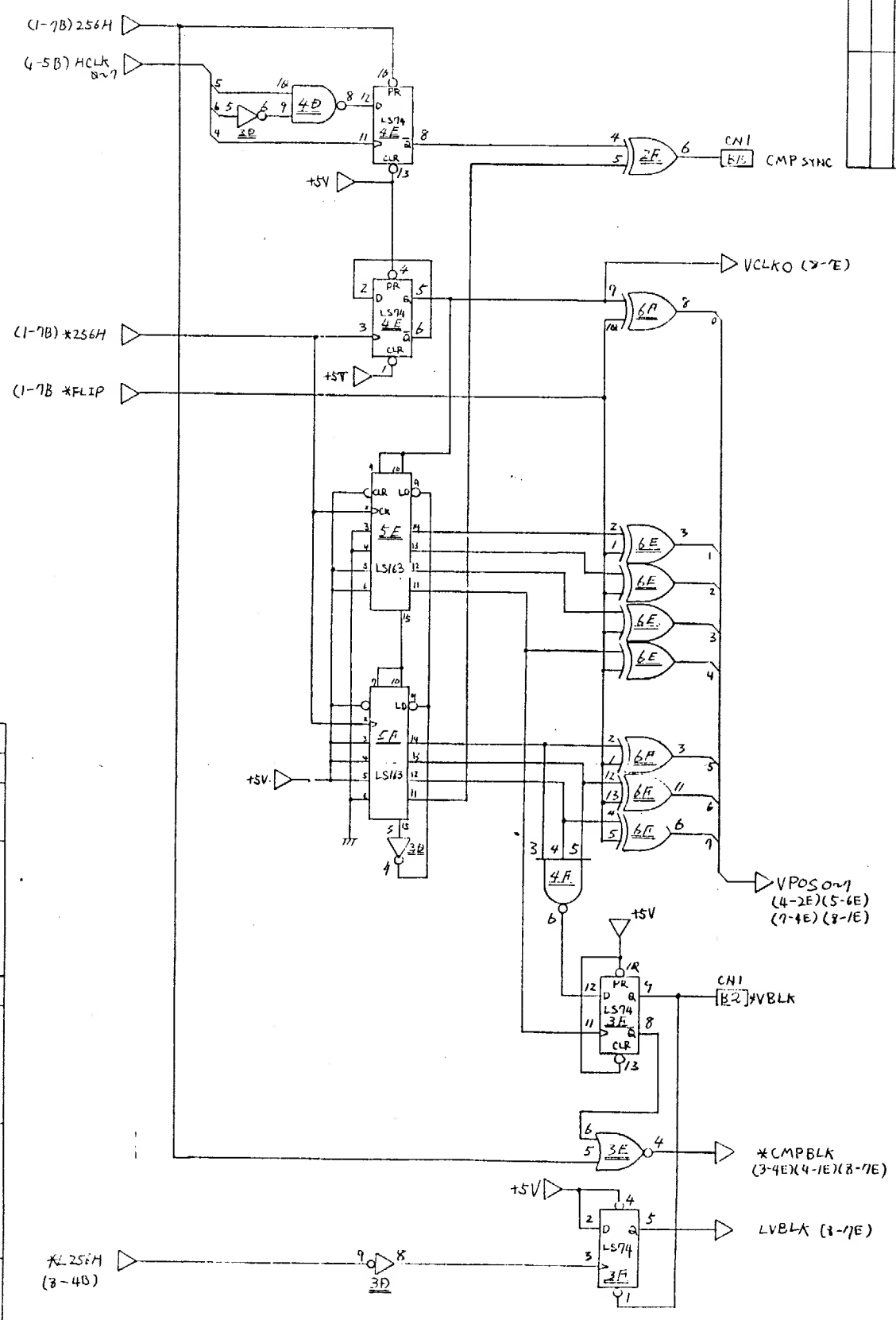
材料	処理	公差	名称

国産	外国	単位	mm	図番

図 3 回路

【25521】 千代田工業株式会社

回路番号	仕様、名称



Schematic Set
NR1-80 PCB
Page 2 of 11

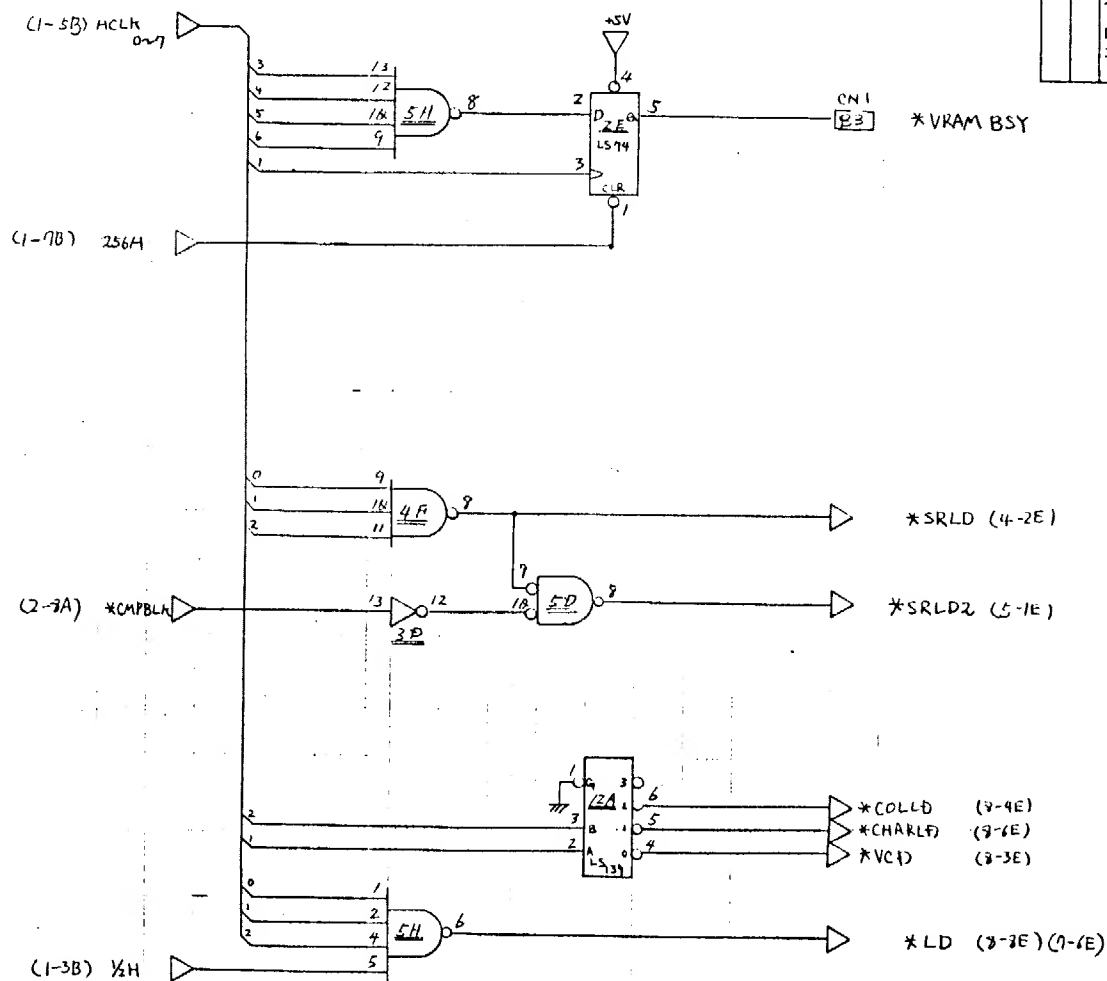
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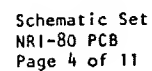
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NR1-80 (2/12)

問 題 點 評	仕儀、名林

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Schematic Set
NRI-80 PCB
Page 3 of 11



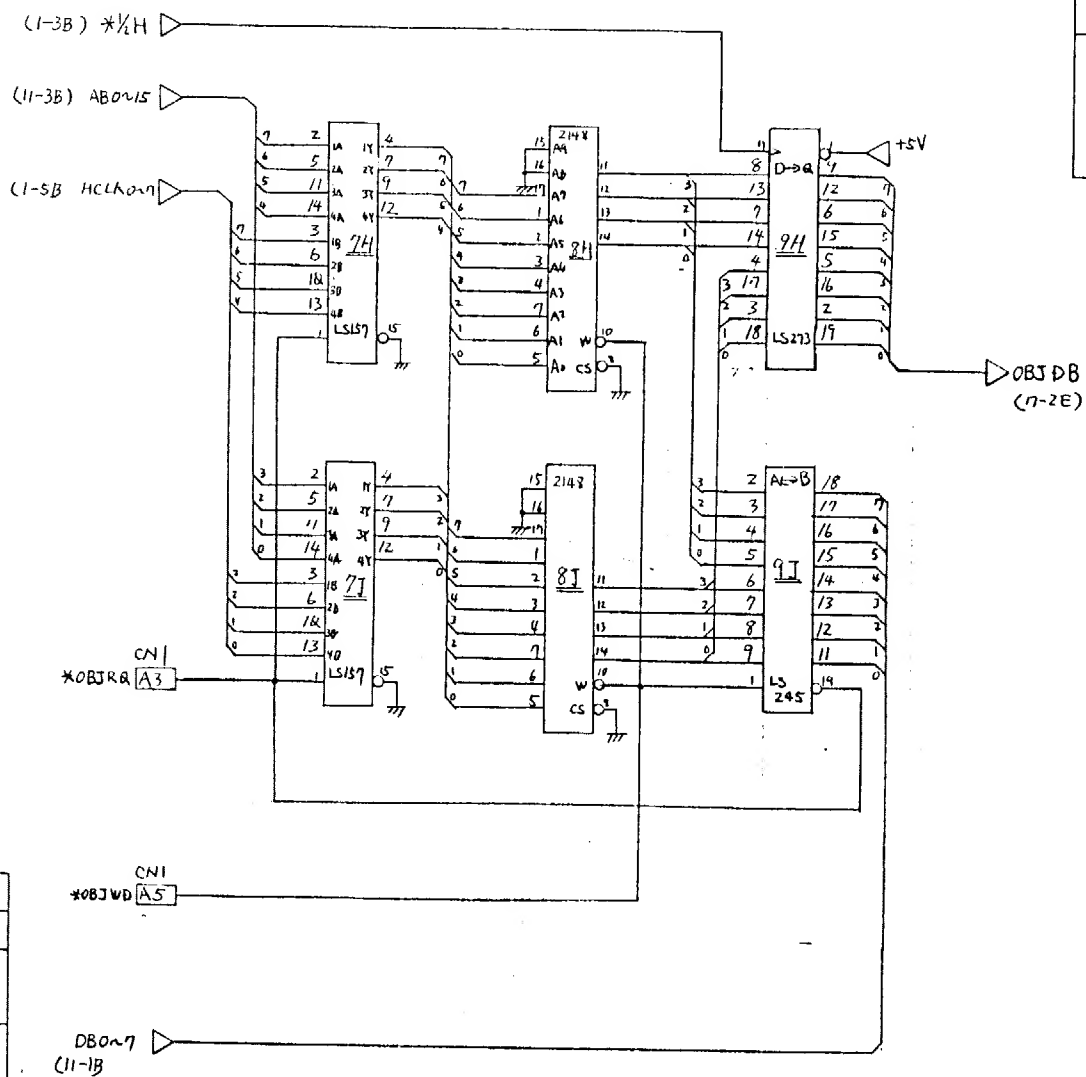
NRI-80 122

星野 54.7.31	検出	担当 <i>(Signature)</i> 54.7.31	通位 川口	図譜	K-10806	211
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第3章 法

ニカニハサナシ

回路番号	仕様、名称
1	
2	
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9	



記号

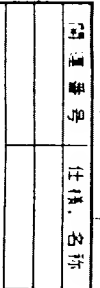
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承認								
検出								
担当								
単位								
印								
図番								

NRI-80

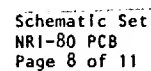
K-10806

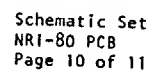
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11

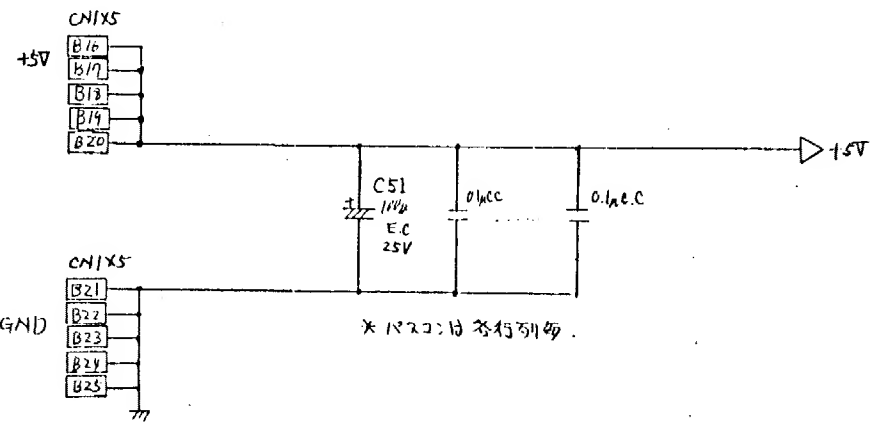
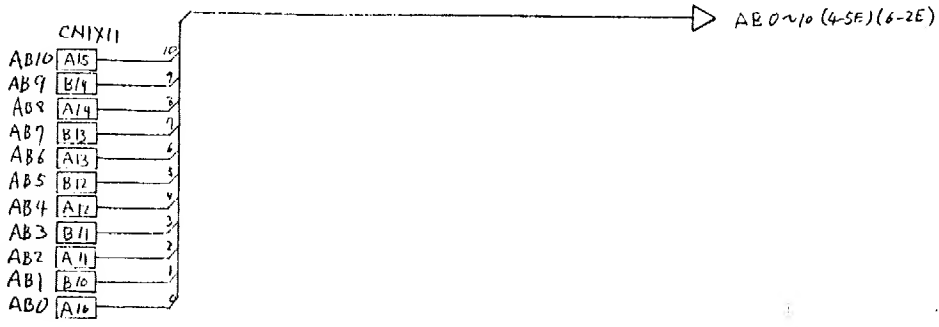
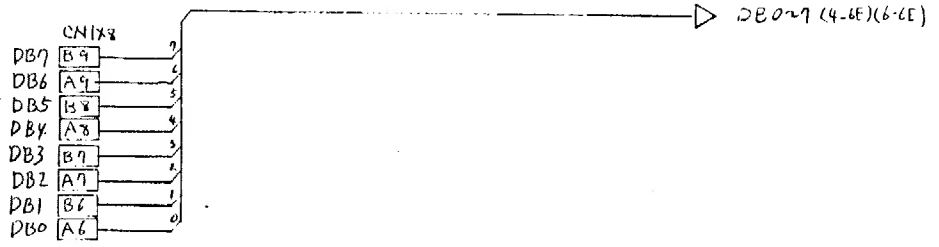
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Schematic Set
NRI-80 PCB
Page 7 of 11



[illegible]

関連番号	仕様、名称



記号	担当	年月日	改訂	個所	符号	部品	図面番号	名称	仕様、材質	3/5
----	----	-----	----	----	----	----	------	----	-------	-----

材料	159.7.31	林田	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31
製造	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31
検査	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31
承認	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31	159.7.31
単位	mm	mm	mm	mm	mm	mm	mm	mm	mm	mm
公差	±0.1	±0.1	±0.1	±0.1	±0.1	±0.1	±0.1	±0.1	±0.1	±0.1
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仕様、材質	K-10766	K-10766	K-10766	K-10766	K-10766	K-10766	K-10766	K-10766	K-10766	K-10766
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第3角法

株式会社